PERSONAL SOFTWARE™

MONTY™ PLAYS SCRABBLE®

Radio Shack®

TRS-80

MODEL III MICRO COMPUTER

GAMES

Catalog Number 26-1954

For Model III BASIC TRS-80® with 32K and One Disk Drive

MONTY™ PLAYS SCRABBLE®

Brand Crossword Game

User's Guide

A 32K Computer Opponent Program
for the TRS-80 Model III

by
Ritam

Radio Shack®

A DIVISION OF TANDY CORPORATION
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Interview with MONTY™

"MONTY™ plays the SCRABBLE® Brand Crossword Game" is a computer opponent program designed to be used along with your Selchow & Righter game. You will need the board and all the equipment that comes with the game to use this computer opponent program. MONTY provides a new dimension in microcomputer software. You will come to know MONTY as simply another player, a bright, entertaining guest who provides real excitement for many hours.

IMPORTANT NOTICE:
Before using this game, be sure you have read the operating instructions beginning on page 9.

You cannot make backup copies of the MONTY Plays SCRABBLE® diskette. Because of this, it is particularly important that you protect the MONTY Plays SCRABBLE® Program diskette by storing it in its protective sleeve and in a safe place when not in use.

A recent interview with MONTY revealed some important points you will want to know before accepting his challenge to the SCRABBLE® Brand Crossword Game.

Q MONTY, what have you been doing since your famous competition with the U.S. MONOPOLY® champion?

M I felt I needed to improve my vocabulary, so I've taken up SCRABBLE®.

Q Have you made much progress?

M So far I've learned more than 54,000 words, and I was really surprised to discover how many words there are that I had never heard of before. My vocabulary now contains a veritable myriad of abstruse locutions.

Q Amazing! I imagine you are hard to beat.

M So I've been told. This is why I let people choose a SKILL LEVEL when they play with me. I play quickly at the lower levels, but it can take me several minutes to think of the best play at the top. It's only at the highest level that I use my full potential.

Q Do you play according to the official rules?

M Indubitably. I'm just like any other player.

Q But do you select your own tiles?

M Actually, there are two ways we can play. **You** can draw my tiles and tell me what they are (some people use this option just to experiment with my vocabulary). Or, I can draw the tiles for everyone. This is how most people play because they know the tiles are chosen by chance. When we play this way, all the tiles should be turned face up, instead of down, at the start of the game. To reveal what tiles have been selected for you, just press the [SPACE BAR] . Pressing it a second time will make the letters disappear. Pick the tiles out of the box (remember, they're all face up) and place them in your rack.

Q How do we tell you our play?

M After you've placed the tiles on the game board, you'll type in the main word you've just formed. For example, if you've just formed RADIOS by playing the letter **S**, type the entire word [R] [A] [D] [I] [O] [S] and then press [ENTER] . Next, press [A] or [D] for across or down. At this point, a simulated game board will appear with your word flashing. Use the Model III arrow keys ([↑] [↓] [→] [←]) to position the word properly by moving it in the direction indicated by the arrows.

Q What about BLANK TILES?

M Blanks are **always** indicated by an asterisk (*), whether you're drawing or playing a blank. After you've typed in a word using a blank ([*]), you'll be asked what letter it represents.

Q How do we know what **your** plays are, MONTY?

M First, I'll let you know what tiles I'm using, so you can take them out of the box. Then I'll show you how I've positioned my word, so you can place the tiles on the board for me.

Q That sounds simple. Do you keep score for everyone?

M Yes, the scores for each word are automatically computed and displayed. In addition, you can check the running totals between turns by using option 4 on the menu.

Q How does CHALLENGING work?

M I always ask if there is any challenge at the end of each play. We will be playing according to the most recent rules regarding challenging. This means that if the challenged word is found to be a legal word, then the person challenging it loses his next turn. I will keep track of who lost his turn during a challenge. (By the way, don't be surprised if **I** challenge your word.)

Q How does the game end, MONTY?

M The game will end automatically as soon as one of the players has used all of his tiles and no more are available. However, if no one, including me, can think of a play using the tiles he has left, just choose menu option 7 to end the game.

Q Any closing words, MONTY?

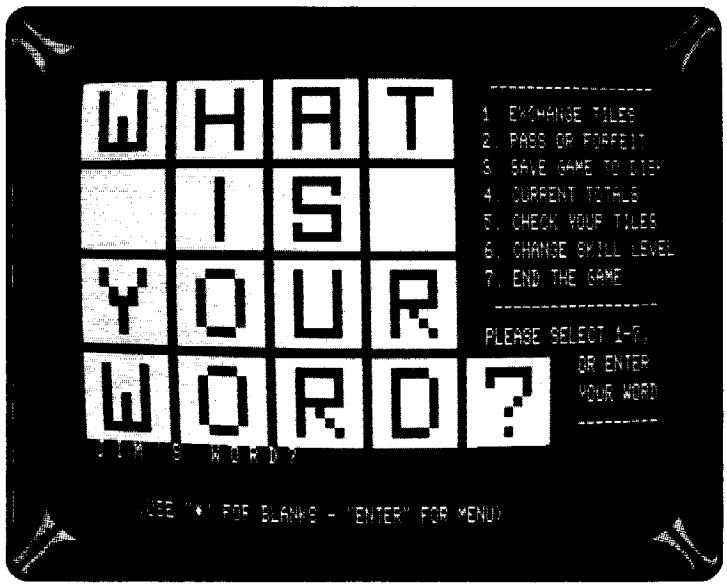
M I hope I have cogently elucidated the salient points of the game. I look forward to many enjoyable hours with fellow SCRABBLE® enthusiasts all over the world.

END OF INTERVIEW

Additional Points

Here are a few additional points you will need to know for interacting with MONTY:

1. When you see the question WHAT IS YOUR WORD?, you can either enter your word or use MENU OPTIONS. If you wish to see the menu before selecting your option, press the **ENTER** key. Or, to select a particular option without viewing the menu, just press the number of the option you desire. The following photo shows the menu.



2. Normally, you will respond to the messages READY? and OK? by pressing either the **SPACE BAR** or the **ENTER** key. READY? appears when there is nothing that could be corrected from the previous message—it means, "Are you ready to continue?" OK? allows you to recover from a mistake in answering a question. Pressing the **N** key when OK? appears means that you wish to go back and correct your answer.

   If you press **N** in response to OK? after you have positioned your word, you will be allowed to continue moving the word. To type in a new word, just press the **SPACE BAR** twice. The screen will show that your word is incorrectly positioned. You can than re-enter your word.

3. Pressing the **ENTER** key when you see the message PLEASE CONNECT SPEAKER AND THEN PRESS SPACE BAR bypasses the introductory graphics and music.

4. Game Save Feature:

You can save a game that is in progress on another diskette and return to the game at a later time. You can save only one game per diskette. See "PREPARING A BACKUP OF YOUR TRSDOS 1.3 SYSTEM DISKETTE" and "MAKING A DATA DISKETTE" for instructions.

To save a game:

1) When it is your turn, press [3] choosing menu option 3.

2) The program responds with a series of prompts:

SAVE THE GAME TO DISK? (Y/N)

Type [Y] to save the game and press [ENTER] in response to OK?.
Type [N] to return to the game.

PLEASE INSERT TRSDOS DISK AND PRESS "T".

If you have a single drive system, you must have a copy of your TRSDOS 1.3 diskette in Drive Ø.

If you have a multi-drive system, you can leave your **write protected** Monty program diskette in Drive Ø. You can save the game to either a backup of a TRSDOS 1.3 system diskette or a data diskette in any other drive.

Insert the backup TRSDOS 1.3 diskette or data diskette and press [T]. Monty responds with

BACK IN 40 SECONDS ...

TO CONTINUE PLAYING, PLEASE INSERT YOUR "MONTY" DISK AND PRESS "M".

If you have a single drive system and want to resume the game immediately, insert your program diskette and press [M] . The game has already been saved on the backup TRSDOS 1.3 diskette and can still be resumed again at a later date.

If you have a multi-drive system and want to resume the game immediately, press [M] . The game has already been saved on the backup TRSDOS 1.3 diskette or data diskette.

To resume a saved game:

1) Load the program as you would for a normal game.

2) The program responds with a series of prompts:

WHO IS TO MONTY'S LEFT?

Type [R] [ENTER] .

PLEASE INSERT YOUR GAME-SAVE DISK AND PRESS "G".

If you have a single drive system, remove the program diskette and insert the backup TRSDOS 1.3 diskette with your game on it and press [G] .

If you have a multi-drive system, you can leave your **write protected** program diskette in Drive 0. Insert the diskette with your game on it in any of the other drives and press [G] .

BACK IN 40 SECONDS ...

IT'S _____ TURN. PLEASE INSERT "MONTY" DISK AND PRESS "M".

If you have a single drive system, remove the backup TRSDOS 1.3 diskette. Insert the program diskette and press [M] to resume play. If you have a multi-drive system and your program diskette is still in Drive 0, press [M] . You can refresh your memory about the details of the game using the available menu options.

5. Although MONTY has a huge vocabulary, he may on rare occasions make a mistake. It is recommended that you use an unabridged dictionary or the "Official SCRABBLE® Players Dictionary" to resolve any questions concerning the validity of a word.

Special Options

Monty Playing by Himself

Enter [M] [O] [N] [T] [Y] when asked WHO IS TO MONTY'S LEFT? You will then be able to select his skill level. MONTY will begin to play, randomly selecting his tiles on each turn. While he is thinking, his current tiles and the total number of points he has accumulated thus far will be shown.

If you would like to change MONTY's skill level, press the [SPACE BAR] while the score for a play is displayed on the screen.

To freeze the board on which MONTY displays his play, press any key after the board has been created. You will have about 3 seconds to do this. To continue the game, press any key.

When MONTY has made all possible plays, the final board will appear with a number of beeps letting you know he is done. Press any key to see his total score.

To exit MONTY playing himself without finishing the game, press [RESET]. You will not see his total score.

Switching Tiles With Monty

Another way to experiment with MONTY's playing (and to hone your own skills) is to switch tiles with MONTY. You can do this very simply: Select menu option 5 (check your tiles). When it says TO SEE YOUR TILES PLEASE PRESS SPACE BAR, instead, press [SHIFT] [S] (for switch). Your tiles will automatically be switched with MONTY's.

Required Equipment

"MONTY™ plays the SCRABBLE® Brand Crossword Game" is written in Z-80 assembly language and Model III BASIC. To use it, you will need this minimum configuration:

A 32K TRS-80 Model III

One disk drive

Optional Equipment

To use this program, you can include this optional equipment:

A cassette recorder with earphone or audio amplifier (RS 277-1008)

Additional disk drive

Music and Sound Effects

To hear the music and sound effects, follow these steps:

1) Connect the cassette recorder interface cable to the computer.

2) Connect an earphone or audio amplifier (RS 277-1008) as described below:

   a. Audio amplifier

      —Insert the large gray plug from the cassette recorder interface cable into the audio amplifier's input jack.

   b. Earphone with a cassette recorder:

      —Insert the large gray plug from the cassette recorder interface cable into the tape recorder's AUX jack.

      —Insert the earphone plug into the tape recorder's EAR jack. (If your tape recorder has a monitor switch, simply turn it on rather than connecting a speaker.)

      —Depress the record-protect interlock lever, which can usually be found at the left rear of the cassette compartment. While holding back this lever, put the recorder into record mode by simultaneously pressing the RECORD and PLAY buttons.

Program Loading Instructions

1) Turn the machine on. Wait until the disk drive motor stops.

2) **Write protect** your Monty program diskette using the write protect tabs provided with your diskette.

3) Insert the program diskette in Drive Ø with the label facing up.

4) Press [RESET]. The program will start running automatically once loading is completed.

5) Connect a speaker as described earlier.

Preparing a Backup of Your TRSDOS 1.3 System Diskette

If you want to save a game on a single drive system, you must make a copy of your TRSDOS 1.3 system diskette. To do this:

1) Turn the machine on. Wait until the disk drive motor stops and insert a backup of your TRSDOS 1.3 system diskette.

2) Press [RESET]. The TRSDOS version number and date of creation will be displayed.

3) Answer the questions for the date and time. The message TRSDOS Ready appears.

4) Type [B] [A] [C] [K] [U] [P] [ENTER]. TRSDOS will begin the loading process by asking you a series of questions:

   SOURCE DRIVE NUMBER?

   Specify the drive containing the backup TRSDOS 1.3 diskette and press [ENTER].

   DESTINATION DRIVE NUMBER?

   Specify the drive you will use for the new backup diskette. Press [ENTER].

   SOURCE DISK MASTER PASSWORD?

   Type [P] [A] [S] [S] [W] [O] [R] [D] [ENTER]. The duplication process will begin. If you only have one drive, TRSDOS will ask you to swap the original diskette and the backup diskette several times during the process.

Making a Data Diskette

If you have a multi-drive system, you can format diskettes to be data diskettes only. These diskettes do not contain any system programs. A data diskette can only be used in Drives 1, 2, or 3. Drive ϕ is reserved for your TRSDOS 1.3 diskette. To format a data diskette:

1) In TRSDOS Ready mode, type [F] [O] [R] [M] [A] [T] [ENTER]. TRSDOS will begin the formatting process by asking a series of questions:

   FORMAT WHICH DRIVE?

   Insert a blank diskette into Drive 1 and type [1] [ENTER].

   DISKETTE NAME

   Type in a name from one to eight letters and numbers starting with a letter.

   MASTER PASSWORD

   Type in a password from one to eight letters and numbers starting with a letter. Unless you need special protection, type [P] [A] [S] [S] [W] [O] [R] [D] [ENTER].

   If the diskette already contains data, TRSDOS will warn you:

   DISKETTE CONTAINS DATA, USE DISK OR NOT?

   TRSDOS warns you since formatting will erase any data already on the diskette. Type [N] [ENTER] to cancel the FORMAT; type [Y] [ENTER] or [U] [ENTER] to continue.

2) TRSDOS will now format and verify the diskette. You can use it in Drives 1, 2, or 3.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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